HARVEST MOON®

SPECIAL EDITION

A Wonderful Life

EVERYONE

E

CONTENT RATED BY ESRB

NATSUME®

Serious Fun®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PlayStation®2 FORMAT DISC:
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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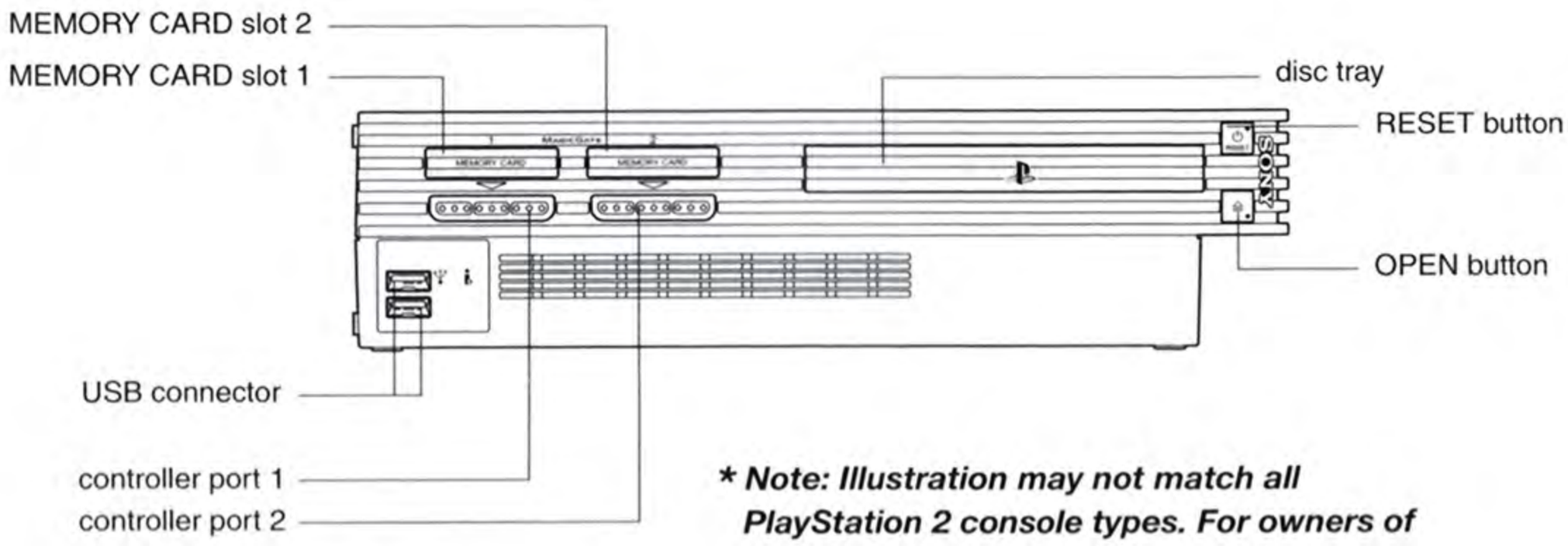
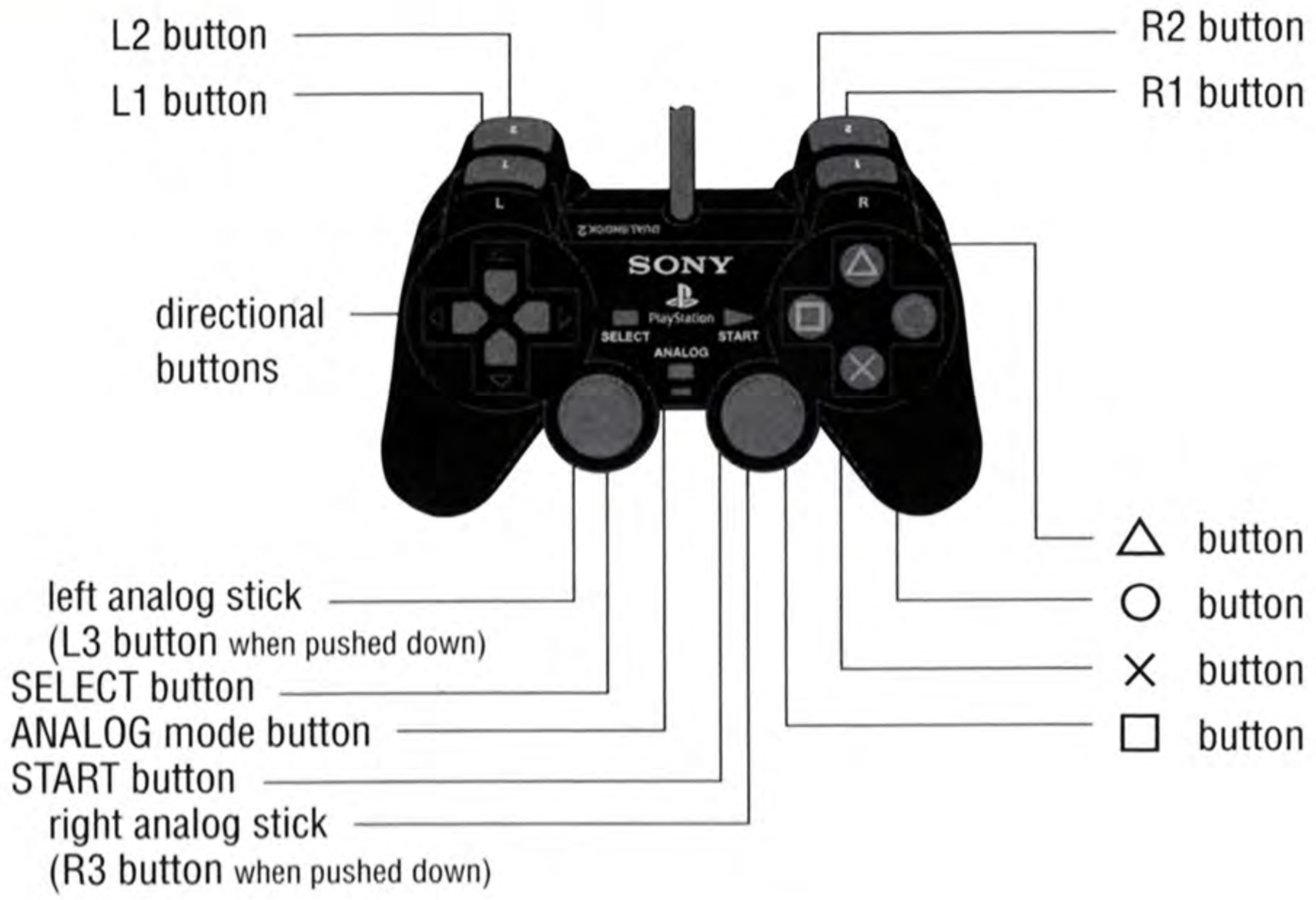
getting started



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **HARVEST MOON®: A WONDERFUL LIFE SPECIAL EDITION** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

starting up



△ Button	Function Button / Train Dog / Snuggle
○ Button	Function Button / Cancel Function / Put Away
× Button	Function Button / Talk / Open / Eat
□ Button	Toggle Quick-Item Inventory
L1 Button	Center Camera behind Character
L2 Button	Whistle for your Horse
R1 Button	See View from Character's Perspective
R2 Button	Whistle for your Dog
directional buttons	Scrolls through Menus
left analog stick	Move Character
right analog stick	Move Camera Left or Right
START Button	Open and close menu screen
SELECT Button	Glance at the map of Forget-Me-Not Valley

first plantings

If you think farming is all about planting and feeding and building... you're right. But these next few pages have some important tips that can make your first season go a bit easier.

PICK A NAME!

During your farming tour Takakura will ask you what name you want to be called. You'll also need to come up with a good name for your farm. You're stuck with these names for the rest of your entire life, so choose wisely.

HAVE A COW!

Your farming life begins with a cow and a dog, but you'll also need to name all of the animals at your farm. Choosing a name for an animal is serious business, so pick a good one because you'll be greeting it every day.

SAVE YOUR LIFE!

You can use the diary on the table next to your bed to save your game and replenish your stamina with a night's rest. Saving every night is a good idea; especially if you make a mistake and want to start the whole day over again.

WHAT AND HOW MANY?

The assets option displays a complete summary of your pets, feed, animals, money and buildings. Make a habit of checking it at least several times each season and pay close attention to your feed inventory as winter approaches.

What's better than one Harvest Moon game? Having a memory card with enough space for THREE Harvest Moon games! It's a great way to test out new strategies and possibly keep your brother or sister from messing up your hard work!

TIP!

your life in chapters

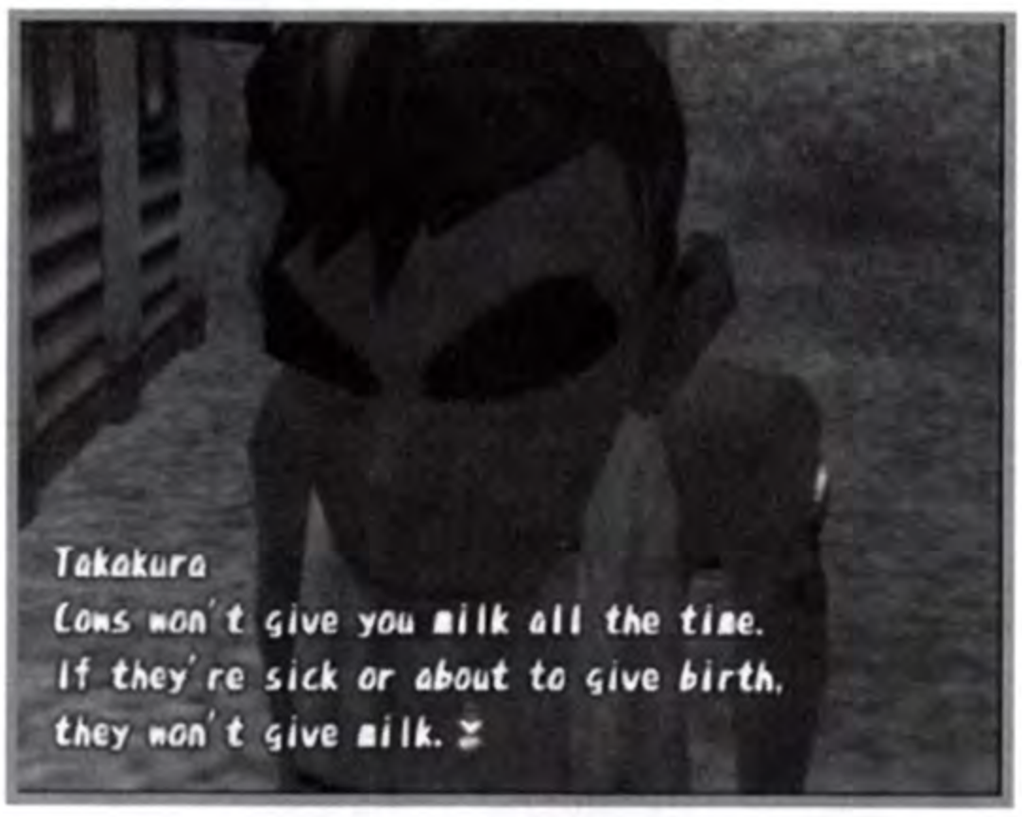
IT'S ALL ABOUT YOUR LIFE

Long before you were born your father bought a farm with his best friend Takakura. He always wanted to be a farmer, but he didn't live long enough to fulfill his dreams. Now it's your turn to make a life for yourself, but did you come here to be a farmer, or did you come here to learn more about your father? Perhaps the answer can only be found in your heart.

it's not all hoe for dough

LIVE IN THE MOMENT OF EVERY MINUTE

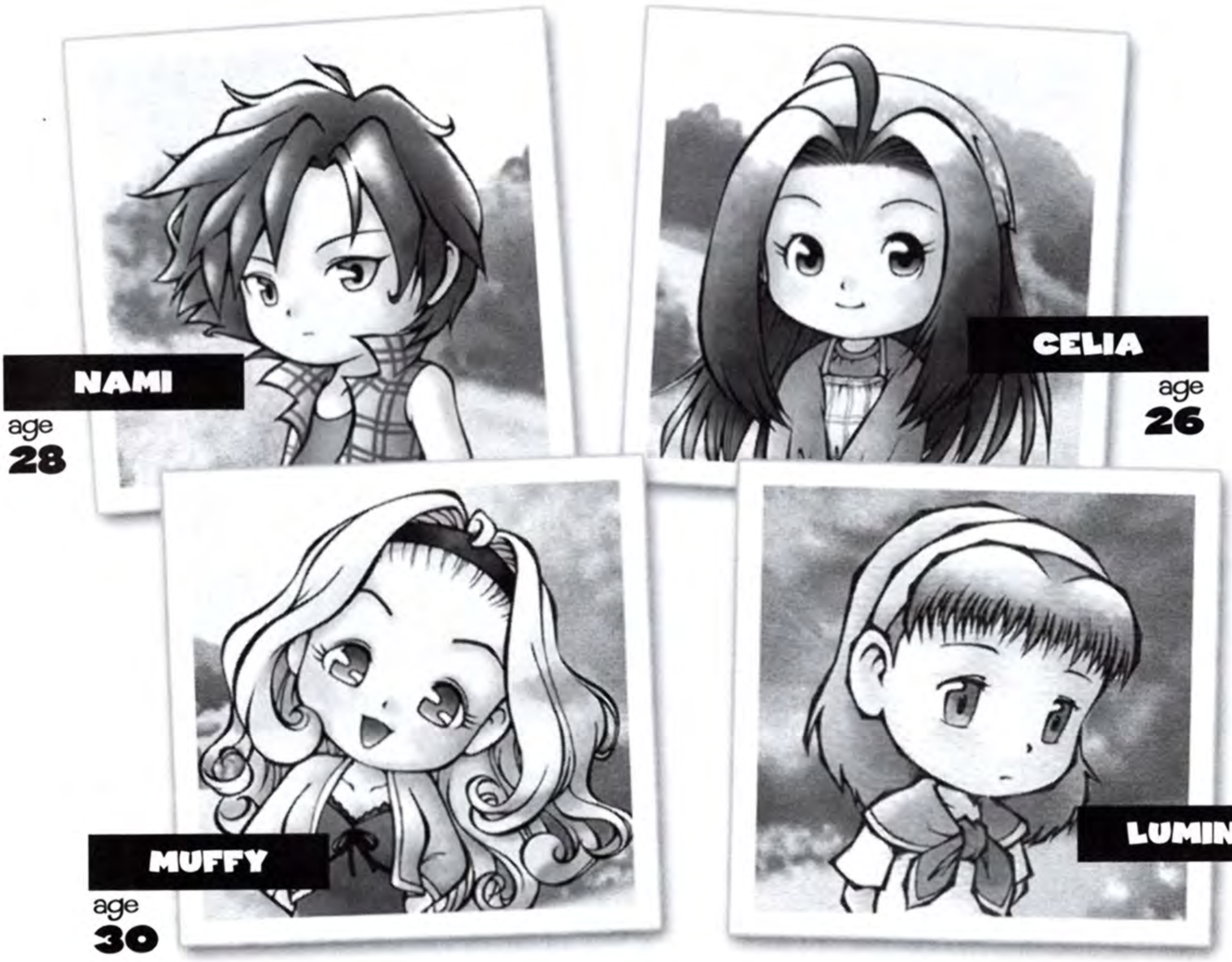
Takakura has bushels of great farming advice, but he can't tell you what to do with those rare moments when the grass is cut, the animals are fed and the fields are watered. To succeed in this game you'll need to spend your free time finding a bride and raising a family!



a love of your life

SOWING THE SEEDS OF LOVE

Dating in Forget-Me-Not Village isn't about picking the prettiest face in town. The four eligible brides in these parts have distinct personalities, diverse interests and specific skills. Most former bachelor-farmer types agree that they're happiest if they choose brides with personalities that appeal to them the most. Learn more about specific dating tips on page 17.



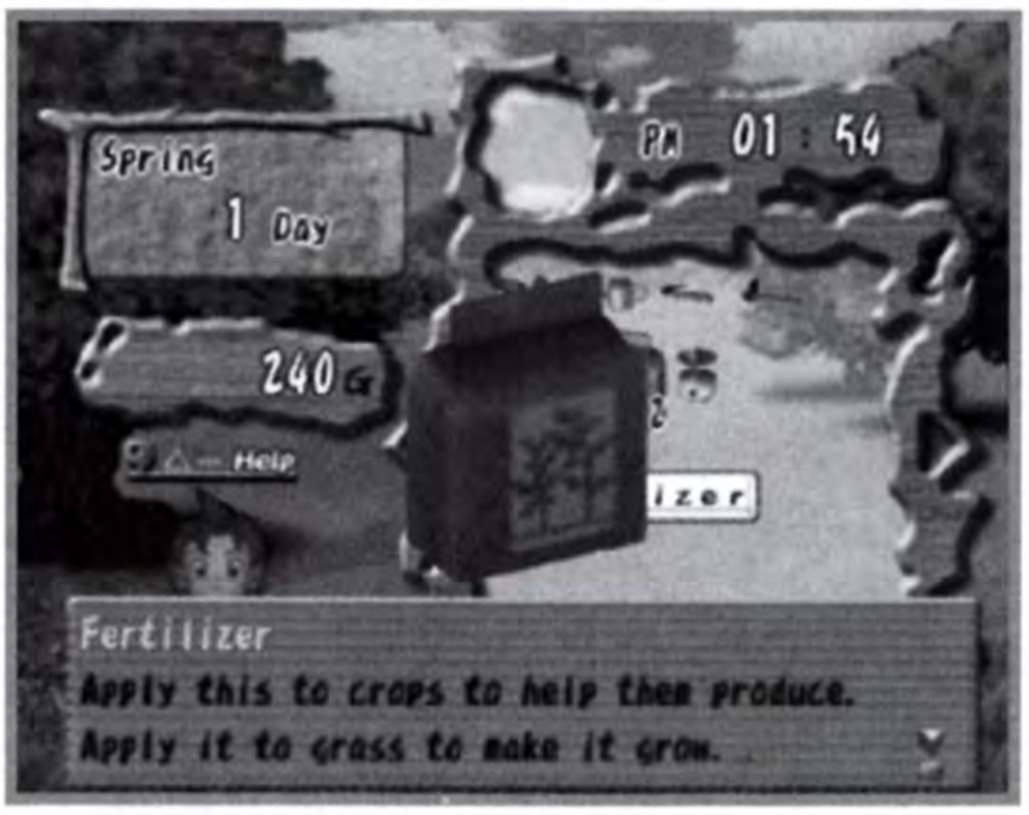
there's a baby on the way!

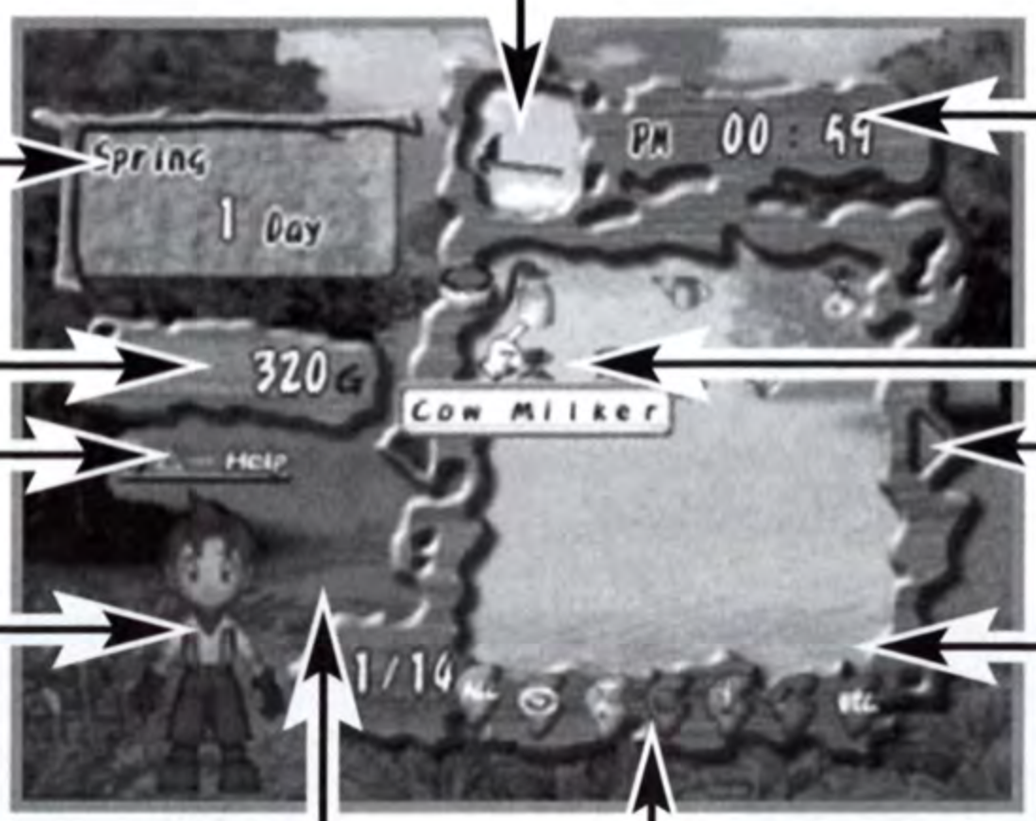
GOOD PARENTAL ADVICE

With the wedding out of the way, you'll begin life with a new baby. Your decisions and the amount of time that you spend with your child will influence their future career choices. Carefully cultivate your relationship to avoid those unruly teen years.

pack for profit

Don't swing that hoe yet--before you're out standing in your field, press START on your controller and check out your rucksack. Besides stopping the game clock, this menu shows you the seeds and tools you're carrying.





SORTING STUFF OUT

Because your rucksack can hold up to 350 unique items, you can carry all the stuff you need everywhere you go. If you don't want to sort through all 14 pages in your rucksack, try pointing and pressing X button on the seven colorful icons at the bottom of the page to sort by foods, seeds, crops, dairy, tools and more!

TIP!

You don't have to press START button to dig through all of the items in your rucksack. Press the □ button to pull up a quick access menu that allows you to quickly scroll through all of the items at the top of your rucksack inventory.

changing commands

So many chores, so few controller buttons! Luckily for you the handy Button Guide option in the upper right corner of your screen shows you which buttons you need to press. You don't have to memorize a bunch of controller functions! Keep reading and learn how it all works!

BUTTON BASICS

As you wander around the Button Guide commands change depending on where you stop and stand. The Button Guide displays actions you can do according to the buttons on your DUALSHOCK®2 analog controller--it's a great way to discover stuff! Check out the list of Button Guide example commands below.

DOOR	MILK	SHOW
HUG	PICK	USE
LOOK	RIDE	WASH

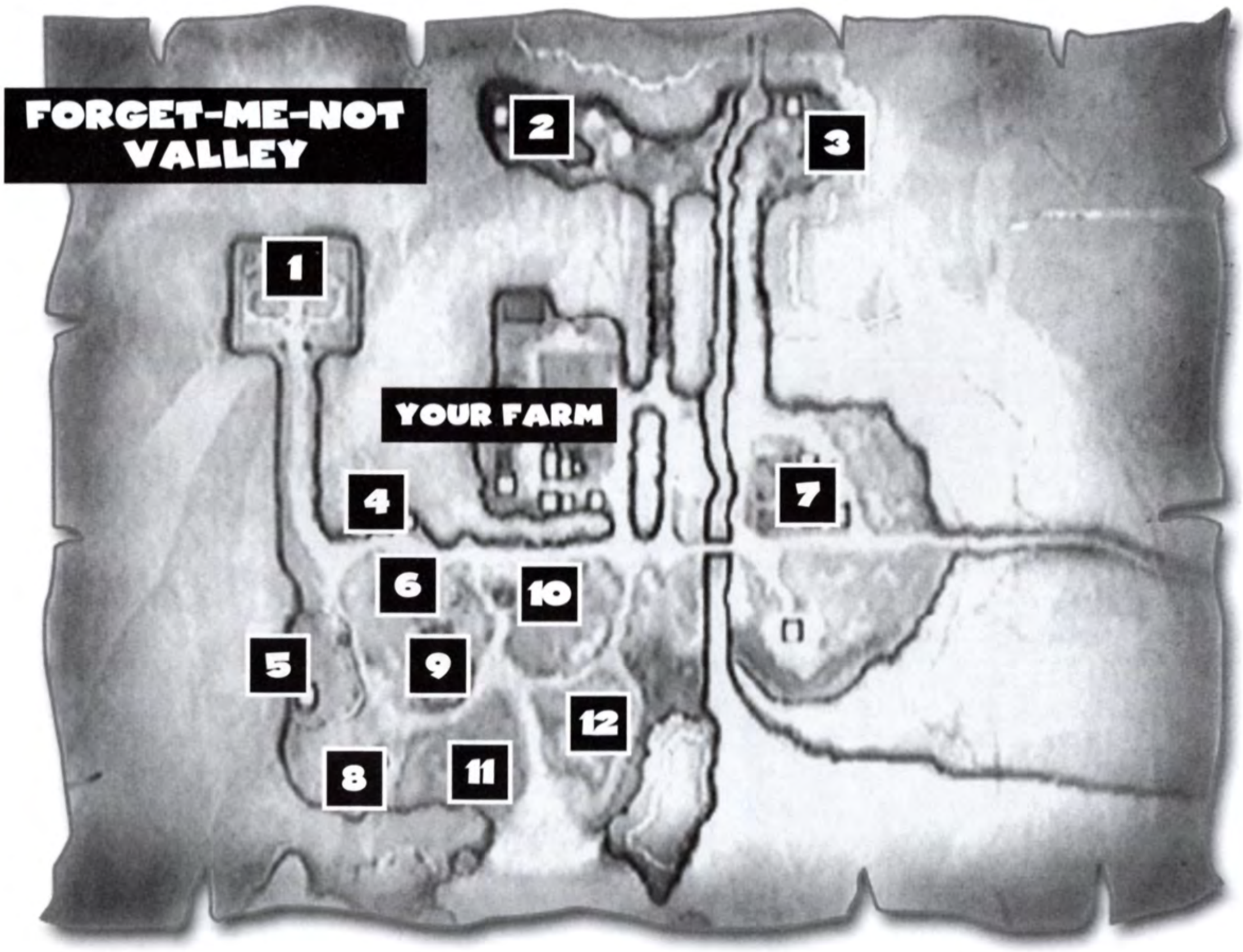
WHAT HAPPENS...

As you walk around, the button commands on the Button Guide in the upper right corner of the screen change. The available commands are different if you stand by a cow or in front of a door.

Another way you can change your Button Guide commands is by selecting an item from your rucksack. This might seem pretty basic, but it's an important strategy--especially when you "show" items from your inventory to learn the likes and dislikes of various townsfolk. The X button is used the most for various commands, while the ○ button almost always cancels options.

valley venues

Scurrying around Forget-Me-Not Valley can eat up a big part of your productive work day, so it's important to familiarize yourself with your surroundings. Plan those busy errands in advance by pressing your SELECT button. This will show you the map displayed below.



1 ROMANA'S VILLA

2 SPRING

3 CARTER'S DIG

4 HOUSES

5 PYROTECHNICAL TWINS

6 BLUE BAR

7 VESTA'S FARM

8 CODY'S STUDIO

9 DARYL'S LAB

10 INNER INN

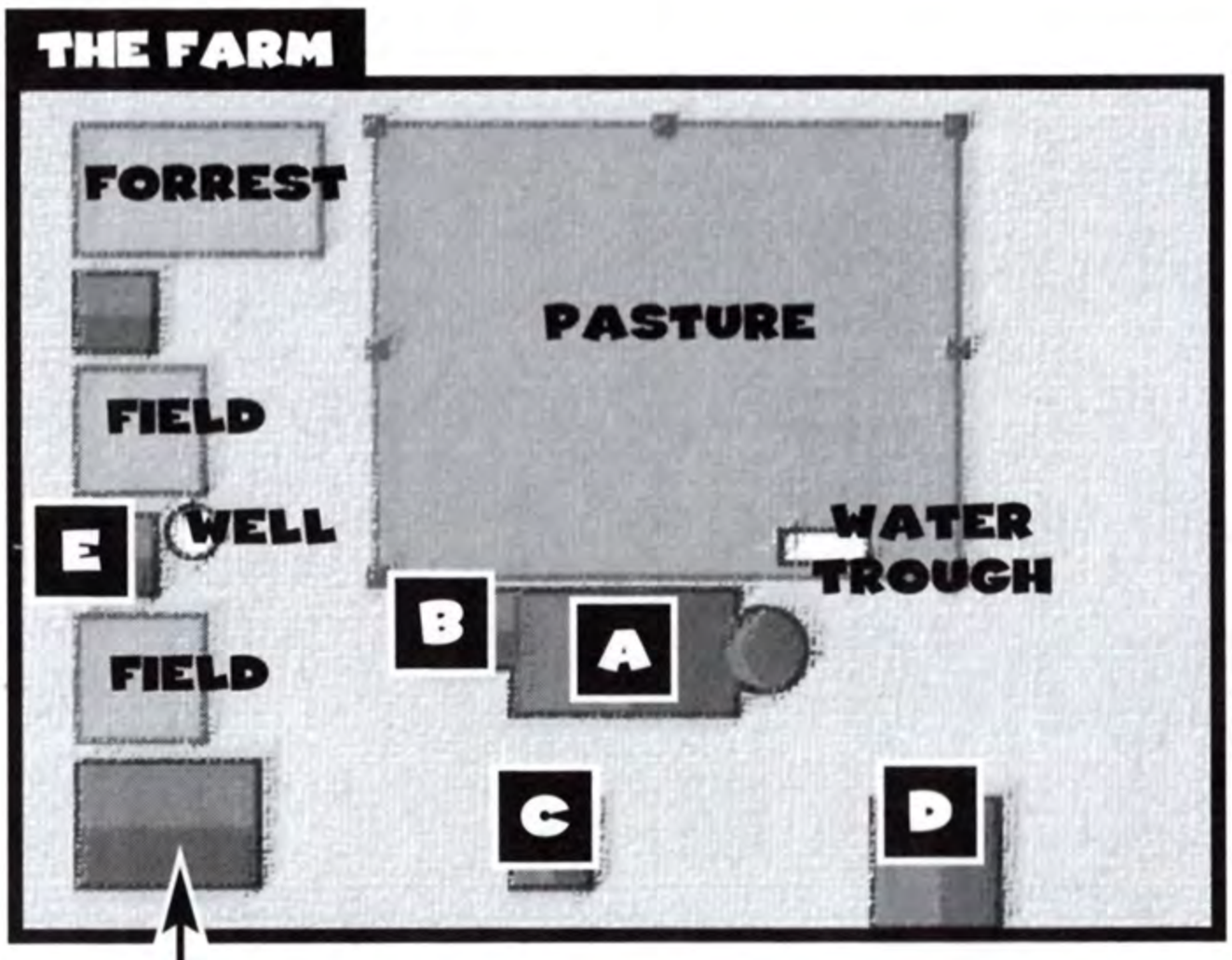
11 TURTLE SWAMP

12 GUSTAFA'S YURT

meanwhile, back at the ranch...

Your farm is the largest spread in Forget-Me-Not Valley, but bushels of responsibility come with owning this piece of paradise. Knowing exactly where to go can save you time, so take a moment to study the maps and details on the next couple of pages.

THE FARM



A BARN

B TOOL SHED

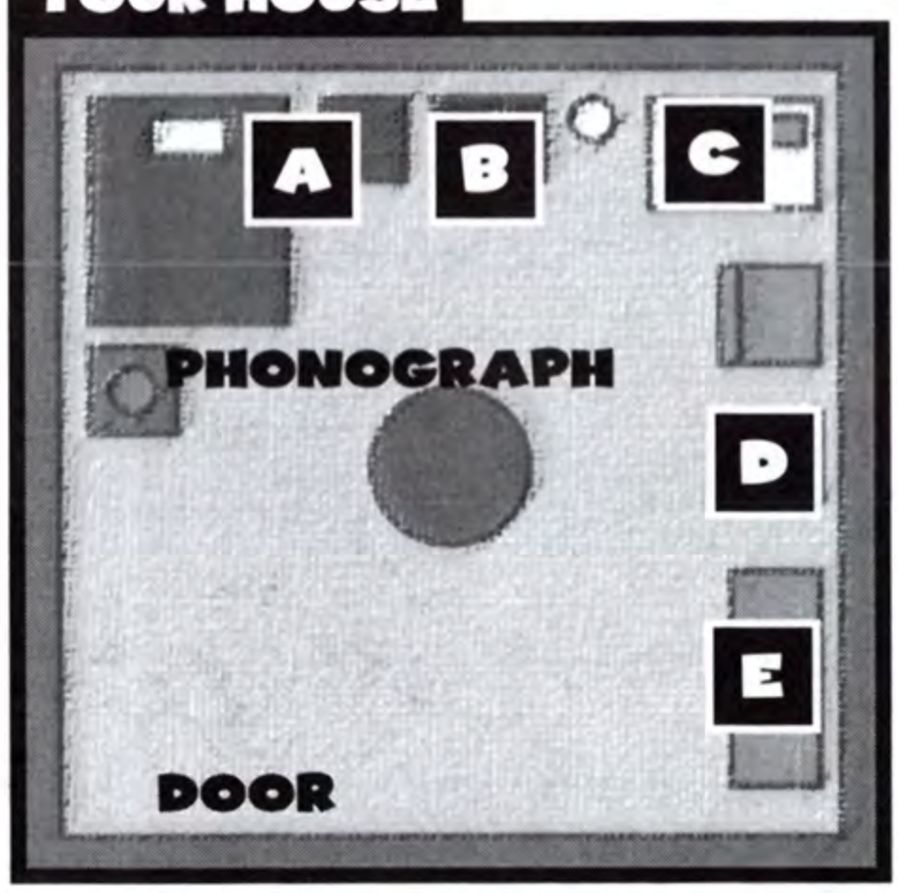
C FOOD STORAGE

D TAKAKURA'S HOUSE

E CHICKEN COOP

Refill your watering cans at the well. After you buy the brush you can use it to bathe live-stock at the trough.

YOUR HOUSE



A **BEDSIDE TABLE**
Sleep/Save Game/Check Status Log

B **TELEVISION**
View news, weather, horoscopes and more!

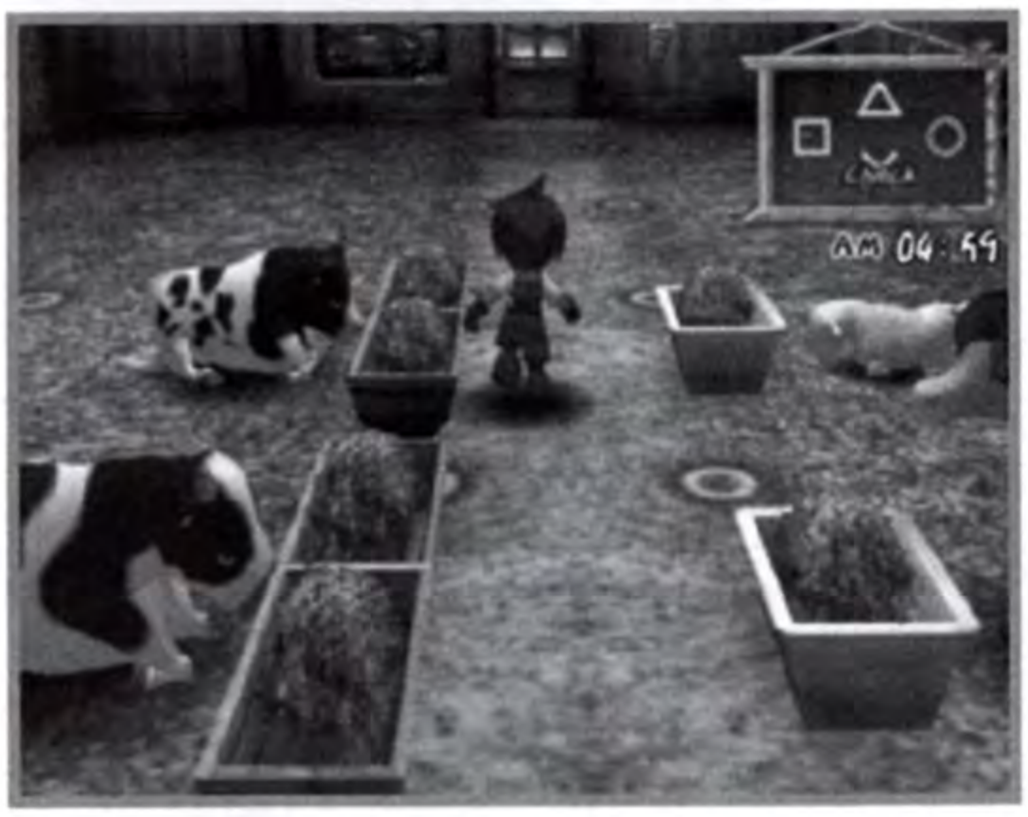
C **KITCHEN**
Soup and salad for starters!

D **CALENDAR**
Note upcoming local events

E **BOOKSHELF**
Read Takakura's notes or game options

TIP! This Special Edition features a completely remixed sound-track, but if you're tired of the same tunes, change the music on the phonograph inside your house. Look inside the tool-shed and you'll see another record for variety!

farm buildings

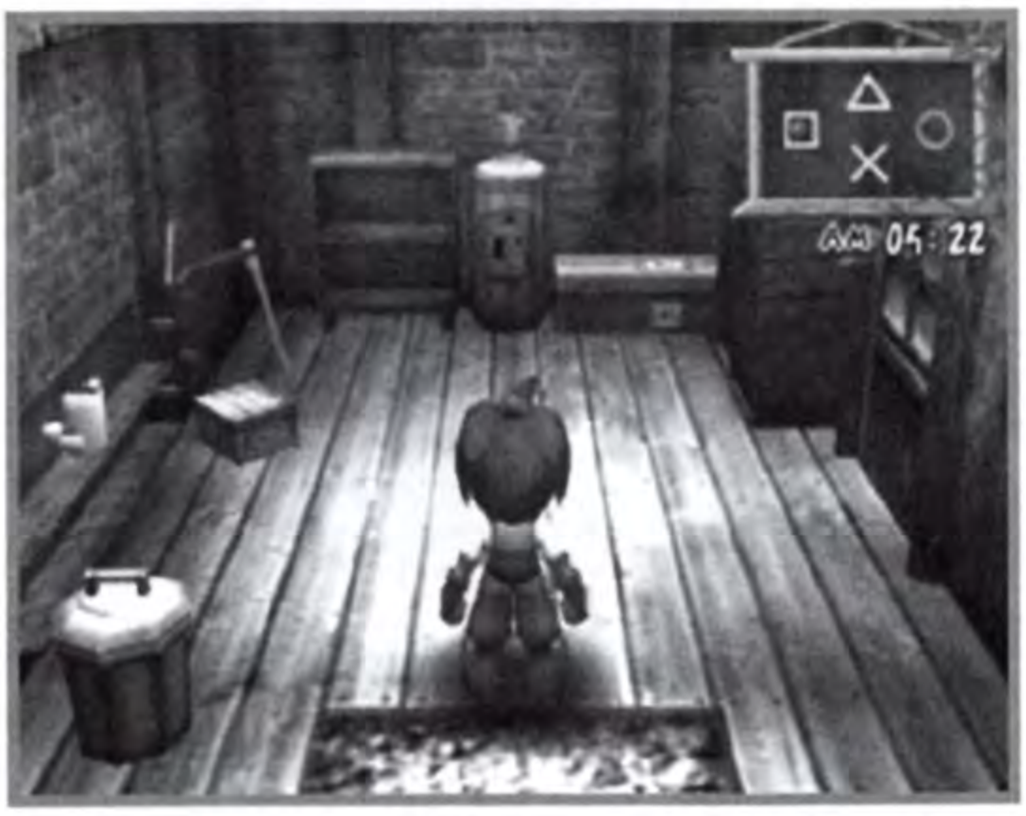


BARN

On a rainy day or cool evening, there's no better place than the barn for your horse, cows and sheep. Press the red buttons on the wall to summon animals indoors and outdoors.

BARN STUFF

In the back of the barn you'll find a big chalkboard displaying the health status of all of the animals in the barn. Livestock generally stay healthy unless you forget to feed them or accidentally leave them out in the rain. Check your fodder inventory on the clipboard.



TOOLSHED

Everything on your farm should have a place and the toolshed is where you go to collect the important crop seeds, field tools and livestock essentials you'll need to build the most profitable farm in Forget-Me-Not Valley.

TOOLSHED FEATURES

One glance along the left wall will tell you exactly where the farming tools go. Takakura keeps his stuff here but he won't mind if you borrow stuff. This is where any new tool orders are found.

Look at the back wall and you'll see special tools for raising your own calves, including an isolation fence and a protective stall for newborns. All you need to do is buy a Miracle Potion!

Along the right wall of the toolshed you'll find a cabinet stocked with seeds and other important features. Later in the game you'll be able to set up a seed making machine in this spot.

A FOWL ABODE

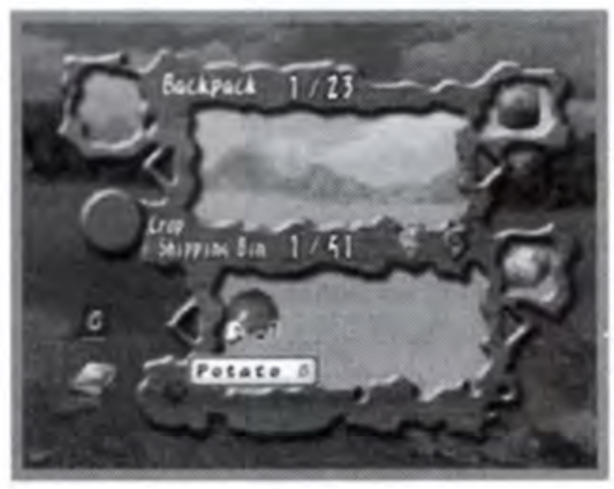
One rooster is all you need to keep your hens laying eggs. If you want to raise your own flock of chicks or ducklings, there's an incubator in the corner. Happy chickens lay eggs once a day--be sure to check under your hens!

EGG-XACT DETAILS

Raising chicks is easy if you know egg-xactly what to do. As you gather eggs, find a fertilized egg and place it in the incubator. You can only incubate one egg at a time. Chicks don't eat as much as chickens, but it's still important to keep your flock healthy by spreading birdseed in the box on the middle of the floor.

THE FOOD STORAGE ROOM

This is the place to go when you need to drop off produce or place an order for new tools or a farm improvement. No matter how you choose to run your farming business, you'll probably sort through these storage bins every day.



WHAT'S IN A BIN?

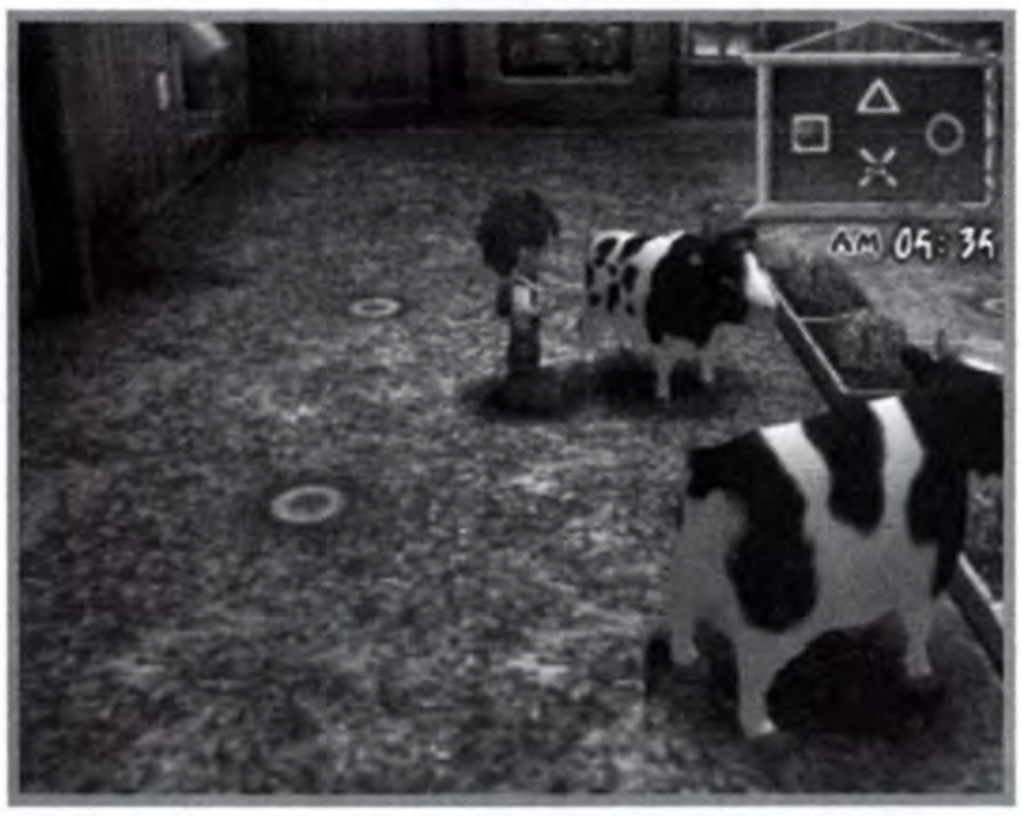
The center box is the dairy bin. This is where you drop off the milk, eggs, cheese and other produce Takakura sells for you.

On the left side of the room you'll find a ledger book with Takakura's order sheet. By placing an order for farm supplies and livestock in this book, you don't have to waste time looking around for Takakura. Use the order sheet to buy tools, feed, medicine, and farm improvements. This is also where you go to sell an animal--but you really don't want to do that.

The basket on the right side of the room is for harvested crops and seeds. This is where you place the fresh produce or the bags of seeds you want Takakura to sell for you. Just remember to keep a few vegetables for cooking and seeds for planting.

Along the back wall of the room is a big freezer for your personal food. This is where you should place herbs and fish.

horns, feathers and fluff



COWS

Readily recognized as the best money-maker on any farm, happy cows can produce milk twice per day. The big challenge is keeping up with all the feeding, brushing and cuddling every happy heifer needs.

CHICKENS

All you need is a rooster and a chicken to start your egg empire. Hatching your own chicks can save some money, but this could add up to a coop full of roosters and only a couple of egg-laying hens.

SHEEP

Sheep eat half as much as cows and don't demand much attention, but you won't be able to trim their wool more than once per season. Increase their wool-sale value by washing them at the outdoor trough.

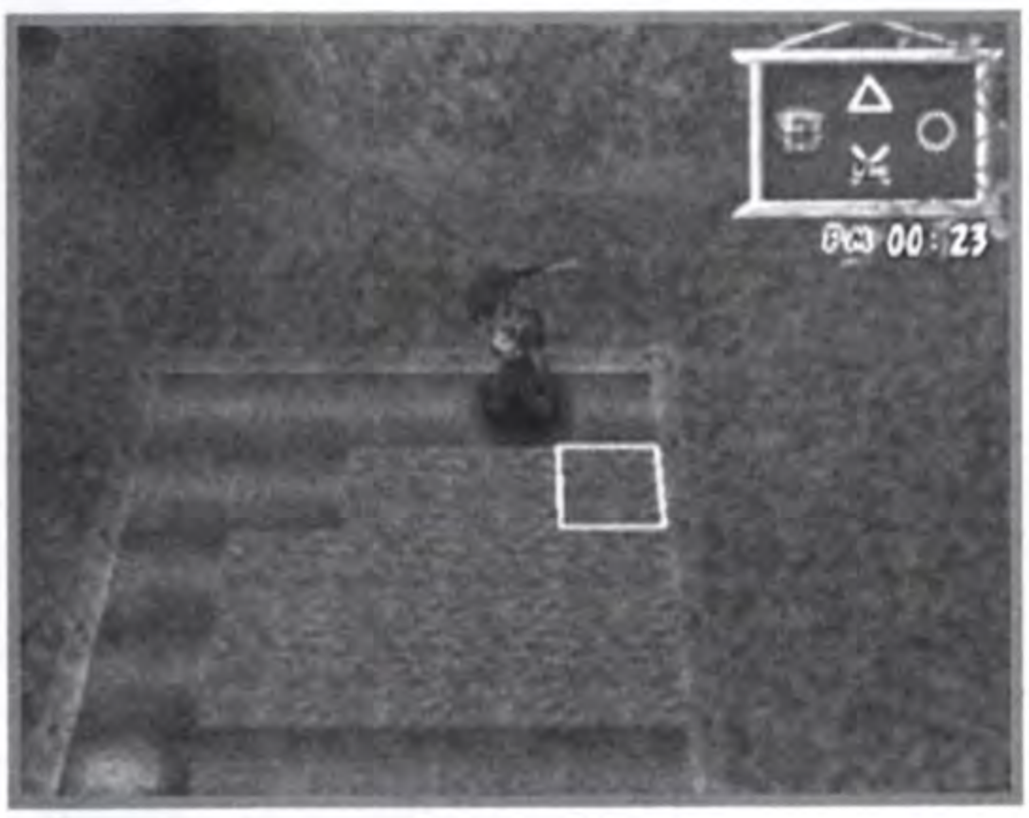
ANIMAL CARE SECRETS REVEALED!

- Talk to and hug your animals once each day
- Place fodder in each bin each day
- Buy the brush and groom every animal daily
- Ring the barn bell to call animals outside on sunny days
- Keep animals indoors on the rainy and snowy days
- Never bother animals while they're sleeping!

till... nurture... harvest... eat!

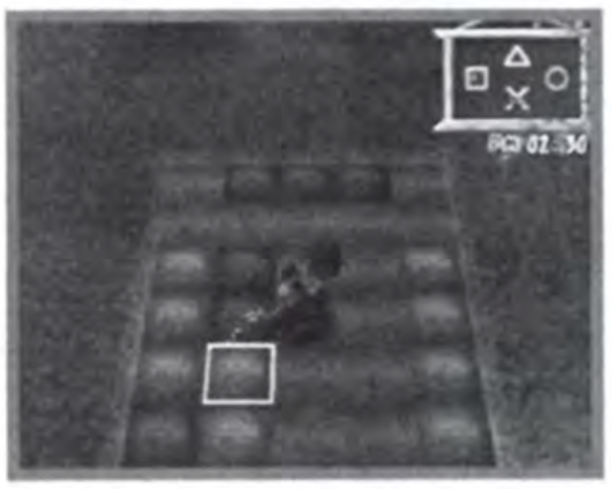
With the exception of trees, most crops grow through two seasons. That's why you should plant early in the season and keep watering until the produce is off the vine and inside your farm shipping bin or rucksack. Here are the seeds for success:

SPRING → SUMMER → AUTUMN → WINTER



HOE TO GROW...

Prior to planting your crop seeds, use the "Look" command on the ground in your plots and find the most fertile places to grow your crops. Later when you have more money you can use fertilizer to plant trees and profitable crops in nutrient-depleted soil. Before you plant seeds, use your hoe to break up the ground so roots can take hold. If you have the money to spare, use fertilizer in your best field, too.



WATER AS NEEDED

If it's not raining, check the soil around your plants--especially if you're growing baby sprouts. Tiny spouts can quickly wilt in dry soil. Glance around and you might notice that some dirt patches are darker than other areas. Dark soil is moist dirt. Plants in light soil require immediate watering.

FLOWERS TO FRUIT

Most crops have similar growing patterns. The crops in your field transform from sprouts to flowering plants before the flowers close and form green fruit. These young plants won't wilt as quickly as sprouts, but it's important to water whenever the soil looks dry. Use the "Look" command on your button guide to check to see if your crops need more time on the vine prior to harvest.

crop cycles

Grow the right crops at the beginning of the right season and you'll soon have your food storage room overflowing with goodness. Not all soil is the same, so consider using fertilizer to improve your plant quality--and your earnings.

COMMON CROPS TO GROW

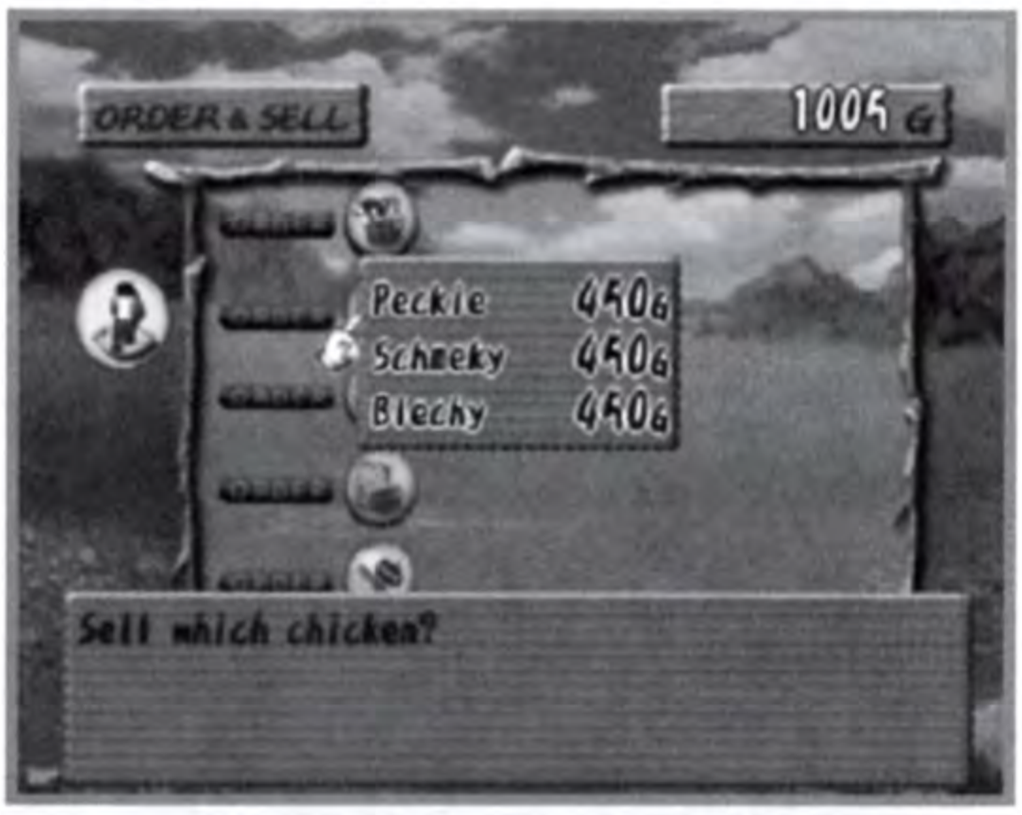
seed type	growing season	cost
TOMATO	spring thru fall	30g
Plant tomatoes early in the spring and harvest before fall.		
WATERMELON	spring thru summer	60g
Watermelons grow slow so plant seeds early in the spring.		
STRAWBERRY	fall thru spring	30g
If summers were mild these berries could grow all year.		
MELON	summer thru fall	50g
Melons turn a good profit--but plant them early in the summer.		
TURNIP	summer thru winter	20g
Turnips grow well in every season except spring.		
POTATO	winter thru spring	40g
Hardy potatoes grow well in winter and in spring.		
CARROT	fall thru winter	30g
Carrots grow best during the cool fall and winter seasons.		
YAM	fall	40g
The trick to harvesting every yam is to plant on the first day of fall.		

TIP!

Why does Vesta grow better quality crops than you? She's using fertilizer and seed-making machines to enhance her produce. Keep working hard on your farm and Takakura will locate a seed making machine. For best results, plant your crops in the richest soil possible and try growing hybrid vegetables!

money making methods

It takes plenty of money to build up your farm over six chapters. Depending on how you go about it, this can be an easy task or extremely difficult. Remember the tips below and you'll turn a profit every season of the year.



SELL ANIMALS? NO WAY!

The only time you should consider selling an animal is if your entire herd is sick and you have no money to buy medicine. Livestock are vital for the success of your farm and provide you with revenue throughout the year. If you do sell an animal, don't expect the other livestock to be happy about it.

CASH CROPS

The most profitable crops grow in fields with the richest soil. Reserve the fertile soil for seasonal crops and consider planting trees or using plenty of fertilizer in the depleted plots.

PUBLIC OFFERINGS

In addition to selling your produce, artifacts and fish to Van on market days, you can also try selling your produce to villagers in the town. Selling direct to the public is a time-consuming endeavor, so water your crops and feed your animals before you set up shop. It's also a good idea to leave your tools at home in the tool shed because most customers consider all goods in your rucksack as items for sale.

gifts for the girls

Harvesting past the first chapter in your life depends on your ability to find a wife, but before you use the blue feather to propose, you'll need to win a heart and read a few hidden diaries:

CELIA

age **26**

Quiet Celia doesn't divulge much about her dating interests, so don't be surprised if Vesta speaks for her. This shy girl loves all kinds of animals and knows plenty about crops and farming.

Celia's passion for plants includes many flowers. Give her gifts in bunches. You can see what she thinks of you by peeking in her diary on the bed in Vesta's attic.

New to the dating scene (and exclusively available in this Harvest Moon special edition), Lumina is eighteen and looking for a supportive husband who won't make her practice the piano.

LUMINA

age **18**

Excluding fossils, Lumina digs old earthy stuff like ore and relics. She also likes quality wool, flowers and baked yams. She keeps her diary in her room.

MUFFY

age **30**

As the oldest eligible bride. She wants a serious and romantic relationship--now. Just don't ask her to get her clothes dirty working on your farm.

Muffy isn't picky about gifts so you can save plenty of money by just giving her freshly picked flowers. Look for her diary beneath a lamp inside the Blue Bar.

Quite possibly the smartest and most worldly of all Forget-Me-Not Valley bachelorettes, Nami won't readily fall for cute lines and fancy gifts. You need to listen carefully to win her heart.

NAMI

age **28**

Nami likes to dwell on thoughts about faraway cultures, so see what she thinks of your archeological finds. You'll find her diary on the desk in her room in the inn.

folks about town

Cultivating friendships is as important as cultivating fields in Forget-Me-Not Valley. Successful business folk can tell you that it's not what you know--it's who you know, especially when it comes to making it big in a small town.

CARTER
CARTER'S DIG

AGE: 41 Always seeking an extra hand with digging, Dr. Carter lives at his archeological site near the waterfall. He pays his hired help with unearthed relics and artifacts.

CELIA ❤
VESTA'S FARM

AGE: 26 Not long ago Celia moved in at Vesta's Farm to help tend the profitable vegetable fields. Try as she may, she still struggles to fit in with Vesta's business style.

CHRIS
VILLAGE HOUSES

AGE 33 A former news reporter, Chris continues to commute daily to work in the city. She likes to stop at the market stall on her way home--especially if you have flowers.

CODY
CODY'S STUDIO

AGE: 36 Brilliant and elusive, Cody spends much of his time away from other folks, although he doesn't mind sharing his artistic observations with a trusted friend or two.

DARYL
CRAZY SCIENTIST

AGE: 35 Daryl has a reputation for strange experiments, but he still seeks his first elusive breakthrough. He often wanders around while thinking through his ideas.

DR. HARDY
VILLAGE HOUSES

AGE: 52 Mysterious Dr. Hardy makes his daily rounds to check on Romana and the rest of the villagers. There's all sorts of local talk about his strange glowing eye.

FLORA
CARTER'S DIG

AGE: 34 Plenty of folks wonder why Flora and Dr. Carter live in a tent near the archeological site, but this charming assistant insists that it's all about the artifacts.

GALEN
VILLAGE HOUSES

AGE: 68 Boredom is retirement's curse. Galen still laments the day he left his job and moved with his wife Nina to Forget-Me-Not Village. He's glad that Nina likes it here.

GRIFFIN
BLUE BAR

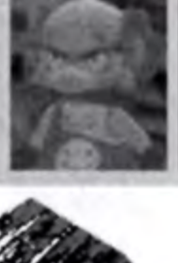
AGE: 46 Ultra-cool Griffin is older than he looks. His youthful expression might come from the energy-restoring drinks that he mixes behind the counter of the Blue Bar.

GUSTAFA
GUSTAFA'S YURT

AGE: 28 Enjoying life one verse at a time, Gustafa is a guitar-strumming poet who lives in a colorful yurt near the beach. Girls swoon over him at his summer concerts.

HUGH
VILLAGE HOUSES

AGE: 8 Hugh likes to run and exercise with his father, Wally. If Hugh remains serious about his training, he might have the talent to make it in professional sports.



KASSEY
PYROTECHNICIAN

AGE: 51 He might be world's greatest pyrotechnician, but some folks whisper that Kassey and his twin Patrick landed in Forget-Me-Not Valley after an explosive accident.

LUMINA ❤
ROMANA'S VILLA

AGE: 18 Lumina usually spends her day practicing the piano at Romana's Villa, although she wouldn't mind doing other things--especially if she could find someone special.

MARLIN
VESTA'S FARM

AGE: 32 Gruff and sometimes grumpy, Marlin left the city to live with his sister Vesta on her farm. He often spends his spare time studying advanced agriculture techniques.

MUFFY ❤
BLUE BAR

AGE: 30 Muffy has never been lucky in love, but she won't give up. Griffin thinks that she's the best thing that's ever happened to the Blue Bar. Most customers agree, too.

NAMI ❤
INNER INN

AGE: 28 Few people understand Nami because she rarely opens up around people. It would take a special listener to win the heart of this quiet and intelligent globetrotter.

NINA
VILLAGE HOUSES

AGE: 67 Cheerful Nina came to Forget-Me-Not Valley to live out the remainder of her years. She likes it here, but she worries that her husband Galen might be bored.

PATRICK
PYROTECHNICIAN

AGE: 51 If you didn't know about the patch on his pants, you might confuse Patrick for the greatest pyrotechnician in the world. He likes games almost as much as fireworks.

ROCK
INNER INN

AGE: 22 Other kids might jump at the chance to work in a successful family business like the Inner Inn, but Rock just wants to party. Tim and Ruby don't seem to mind.

ROMANA
ROMANA'S VILLA

AGE: 62 Next to Galen, Romana might be the oldest resident in the valley--but don't tell her that. Some think that she expects perfection from her granddaughter Lumina.

RUBY
INNER INN

AGE: 47 The business dynamo behind the success of the Inner Inn, Ruby constantly searches for secret cooking spices and unusual art. Everyone raves about her cooking.

SEBASTIAN
ROMANA'S VILLA

AGE: 63 Sebastian's family served Romana's Villa for generations. That's why he's treated like a family member instead of a butler. Any other reason would be scandalous!

TAKAKURA
YOUR FARM

AGE: ? Takakura is you link to your father's dream. He helped build your farm and he'll do everything he can to help you turn the place into a successful business.

TIM
INNER INN

AGE: 48 Innkeeper at the Inner Inn, Tim looks after business while his wife Ruby seeks out fresh ingredients to cook up winning meals in the kitchen.

VAN
BESIDE INNER INN

AGE: 50 A traveling merchant with a healthy appetite, Van wanders between towns and buys almost anything villagers want to sell. Check your calendar for his market days.

VESTA
VESTA'S FARM

AGE: 39 Vesta speaks her mind and vegetables are usually on it, but lately she's preoccupied with the notion of finding a suitable husband for Celia. Marlin might do.

WALLY
VILLAGE HOUSES

AGE: 34 Fitness fanatic and former sports star, Wally dreams of seeing his son Hugh aspire to great athletic accomplishments. Could he train your son to be an athlete, too?

folks beyond town

Not everyone in Forget-Me-Not Valley lives in a building or around town--you'll find some unusual characters around the nearby spring and in other remote spaces and places.

NIK, NAK AND FLAK

Townsfolk mention tales of Harvest Sprites, but hardly anyone takes that talk seriously. Either there's no such thing as Harvest Sprites or it takes someone special to see these tiny creatures. Perhaps it takes a sprite to know one.

BEASTS AND MORE

Throughout the forest wander characters and critters with mysterious tales to tell. Is scruffy little Murrey trying to get home or is he scamming money? What is the strange beast that lurks in the shadowy woods on the coldest nights?

RESIDENTS CHANGE WITH THE TIMES

Just like your neighbors in real life, the inhabitants of Forget-Me-Not Valley come and go as the chapters of your life unfold. If you want to learn new things about the town and possibly uncover a hidden fact or two, you must make friends with everyone, including the new arrivals. Close relationships reveal the most about game characters--and even brief friendships can pay off with big surprises.

TIP!

Newly arrived neighbors are great opportunities for making more friends. Like the established Forget-Me-Not folk, these new arrivals have certain likes, dislikes and important information. Offer gifts and give special sales discounts at your stand and you might learn a thing or two.

meals, reels & artifact deals

Living on the farm isn't all about feeding animals, cutting fodder and planting crops—there's plenty of other fun stuff to do in between chores. Just make sure that you get back in time to finish off the rest of the day's work!

COOKING UP STAMINA

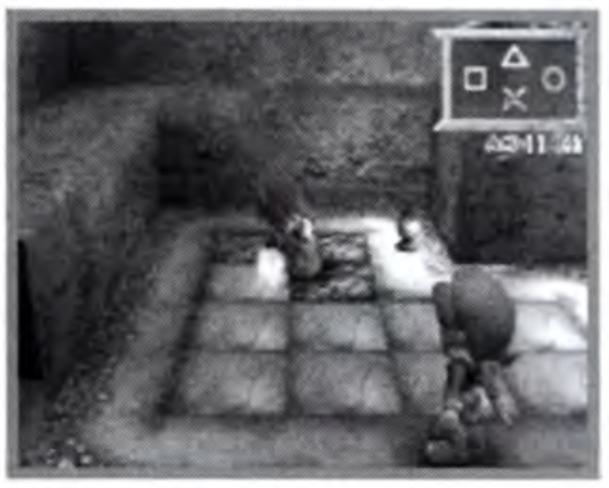
Wander around outside and you're bound to find something tasty to graze on, but a real meal is the best way to replenish your farming stamina. That's why Takakura carefully crafted the kitchen in the corner of your house. For starters there's soup and salad. Choose your meal and then pick the ingredients from your inventory. The most versatile veggie for beginners is tomato!

SAVOR VARIETY

Don't get stuck in the mealtime rut of mundane soup and salad. If you look around some of your neighbor's kitchens, you're bound to find more recipes. Some of these new culinary concoctions will fill up your stamina better than your starter fare.

LINE AND SINKER

The fish are always swimming in the nearby river and sea, and that adds up to profit potential any time of day. Although the fishing rod costs 500G, it's one of the best investments you can make in the game. You won't be able to buy it until Van opens shop, so check your calendar. The televised daily horoscope hints at how lucky you'll be during your fishing trip, but you can catch something even on unlucky days!



CARTER'S DIG

One of the best places to work on a rainy day is beneath the tarp over at Carter's dig. Besides being out of the stamina-draining rain, you'll have the opportunity to unearth ancient treasures and unusual surprises. Carter will let you keep some of your finds and Van always pays a fair price. Some folks around town also appreciate artifacts as gifts--including an eligible bride or two.

timely tool tips

Takakura will let you borrow his tools in the tool shed, but most are heavy hardware sized for Takakura--not you. Save up your money and buy tools specifically made for your size. It might cost a bit more, but you'll find extra savings in your stamina!

BRUSH
BUY FROM VAN 500g

Use the brush to clean your livestock and keep them happy. Try it near the trough outside and you can scrub your livestock.

FISHING POLE
BUY FROM VAN 500g

Easily one of the best buys found in Forget-Me-Not Valley, this Fishing Rod can pay for itself in a single day of fishing.

HEAVY HOE
IN TOOL SHED

Some days it seems like Takakura's Heavy Hoe weighs almost as much as you do. Use it for your first plantings--then upgrade.

HEAVY SICKLE
IN TOOL SHED

Tailor-made for Takakura, this burly grass-cutter cuts through your stamina almost as fast as it cuts grass into fodder.

HOE
ORDER 800g

Because it's lighter than the hoe you start the game with, this standard hoe can help save your stamina for other tasks.

LIGHT HOE
ORDER 1000g

While it costs considerably more than the normal hoe, this light-weight design covers more ground while using less stamina.

LIGHT SICKLE
ORDER 750g

While expensive, this lightweight sickle saves your stamina for other work, so you can accomplish more chores in a day.

WATER CAN L
ORDER 750g

Carefully crafted to handle the big irrigation jobs, this large watering can holds enough water to dampen 140 field squares.

WATER CAN S
IN TOOL SHED

Capable of watering 35 squares in your field, this small watering can is everything that a beginning farmer needs.

WOOL SHEARS
ORDER 400g

If you're going to raise sheep and make money, you'll need to invest in these shears or some stamina-saving clippers.

TIP!

Before you purchase sheep and other livestock, take a moment to check your inventory and make sure that you have the animal medicine, tools, feed and fodder to support them. Order your items in advance so you'll always be ready for those unexpected farming surprises.

seeds for harvest success

Planning and preparation are key strategies to building a successful farm. Outlined below are some of the most important tips for maintaining a thriving business--and if you do things right, you might have time left in the day to spend with your farming family!

RISE AND SHINE, BUSY BOY!

While it's fun to run around and hang at the café into the late hours, there's plenty of work to be done every morning. That's why it's important to turn in at a reasonable hour so you can make the most of every moment during your daylight working hours.

HUG, TALK, BRUSH

One of the most important early morning routines you can establish involves giving all of your livestock plenty of affection and care. Buying the brush from Van early in the game is a great step toward making your animals happy. Remember that you can also use your brush on any animals standing next to the trough outside. This will help keep your livestock clean and content.

ORDER AND STOCK UP

Keep an eye on your supply stocks so you can anticipate having supplies to last through winters and times when money is tight. Animal medicine is one of the most important items you can order early on in the game. Check your fodder and feed levels so you'll always have enough stored up in time for winter.

FERTILIZED FIELDS

The grass on your farm needs a little help growing. Once you have earned a little money, purchase fertilizer from Vesta's farm and sprinkle on the grass. You only need one bag of fertilizer to jump start one square of grass growing. This is very important to keep a good supply of fodder!

ffq: frequent farming questions

IF I GIVE GIFTS TO SOMEONE OTHER THAN A POTENTIAL BRIDE, CAN I EVENTUALLY MARRY THEM?

No. It's good to give gifts to other people in the game, but there are only four women in the village eligible for marriage.

WHAT IF I DON'T LIKE THESE AVAILABLE WOMEN? CAN I GO IT ALONE AS A SINGLE GUY?

If you don't romance and choose a bride, your game will end before Chapter 2. Usually the woman with the most hearts in her diary will find you if you don't propose to her at the end of the first year.

I PROPOSED AND SHE REFUSED. THEN HER DIARY LOST A HEART. WHAT GIVES?

As in real life, timing your question is everything. Give more gifts to win her heart back or wait until the end of the year and maybe she'll come to you.

I DON'T HAVE ANIMAL MEDICINE FOR MY SICK ANIMAL. WILL HE GET BETTER IF I JUST KEEP HIM INDOORS?

No. Sick animals die if you leave them untreated. Order some from Takakura in your ledger. If you need money, raise it quickly so you can treat your animal before he expires.

CAN I MIX A BROWN COW WITH A STAR BULL OR DO I HAVE TO MATCH COWS ACCORING TO THEIR TYPE?

You don't have to pair your cattle according to breeds. It's fun to experiment and see the results.

CAN I MAKE THE RUCKSACK ICON IN THE UPPER RIGHT CORNER OF THE SCREEN STOP FLASHING?

Yes. You can turn off the Button Guide option by choosing "Configure" at the bookshelf in your house.

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